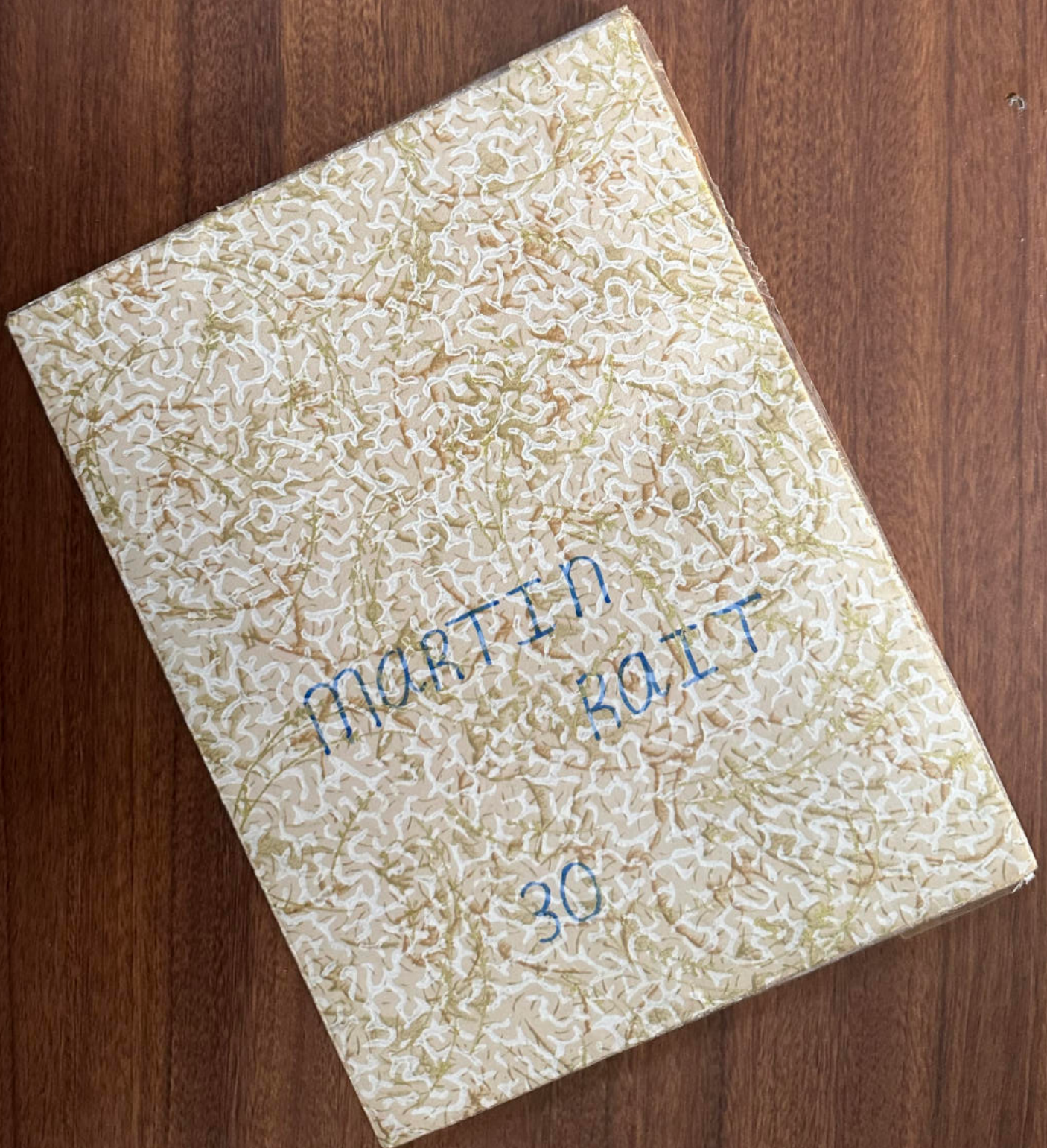


FSpace Publications presents

BBC Micro Computer Form 3 notebook

Handwritten notes about BBC Model B by 13 year old in 1984



Credits & introduction

Hand written notes	Martin Rait
Introduction commentary	Martin Rait
Cover illustration composition	Photograph by Martin Rait
Interior illustration	Callun Artsson Dagny (on this page), Martin Rait, plus various source for photocopied visuals and wallpaper used as cover and page border.
Publisher	FSpace Publications
Edition	v1.0, February 2026 from 1984 handwritten book

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SKU FSPEB294

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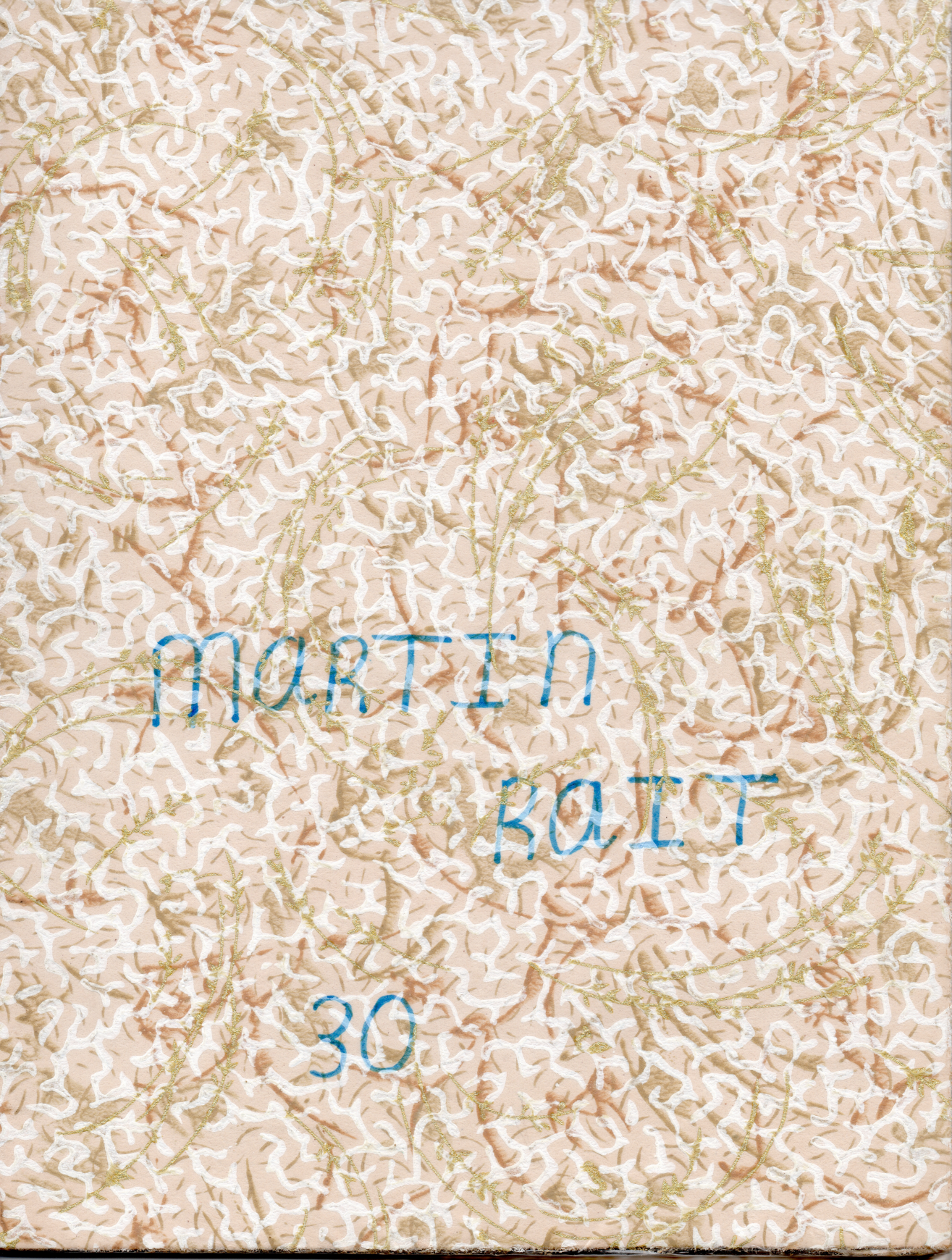
FSpace Publications, 30 Gardiner Grove, Wainuiomata, Lower Hutt 5014, New Zealand

NZBN: 9429043868957

Introduction commentary

Here is an incomplete handwritten notebook created by my younger self, 13-year-old me, in 1984, while in 3rd form at Wellington College, when the BBC Model B computers were standard in the school computer lab. While incomplete, this is being preserved as a piece of pre-Internet computing history. I enjoyed using these computers, and it eventually led me to own an Atari 800 XL later at Wellington College. At that time, many personal computer options were available.

While not used to create the precursors to my roleplaying game, I did type up the odd other piece of code for other roleplaying games and get used to the concept. It still forms a little bit of my origin story with computers that led to my professional career and eventually to founding a roleplaying game publishing firm. Prior to attending Wellington College, we were briefly exposed to another computing platform at South Wellington Intermediate, and only a handful of friends had a ZX81 or a Commodore PET at home. Home computers wouldn't become relatively common for most of us until later in the 1980s, when most were at secondary (high) school.



MARTIN

RAIT

30

TAB LIST TELETEXT BASIC
HEX

RUN

6502

ACORN SOFT

CAT

PRINT

MODE 2 COLOUR RND (15)

*FX22G,3

DIR\$

RND(1)

LOGO

RETURN

*KEY10

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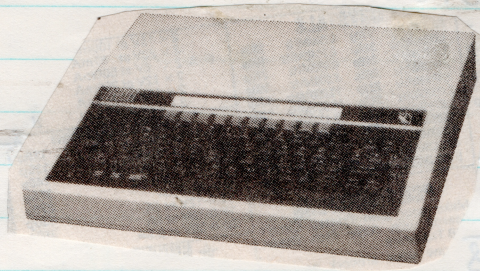
Joysticks, Paddles & Mouses

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Digital Tracers, Graphics Tablets, Light pens

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Processor

Uses a 2MHz 6502

Memory

Model B: 32k of RAM

16k ROM. Integrated circuit contains an extensive and powerful Machine Operating System designed to interface easily to high level languages.

16k Language ROM contains an extremely powerful and fast Basic interpreter. The interpreter includes a 6502 assembler which enables Basic statements to be freely mixed with 6502 assembly language.

Up to four 16k Lan ROMs may be plugged into the machine at any time. These four ROMs are paged and may include Pascal, word processing, computer aided design software, disc and Ecomet routines or Teletext filing system.

Keyboard

73 key full travel QWERTY keyboard with 10 user definable function keys. The keyboard has two key rollover and auto repeat.

Display

The standard television output is 625 line 50 HZ, interlaced, fully encoded PAL, modulated on VHF channel 8. Other standards are available.

The full-colour Teletext display of 40 characters by 25 lines has full character rounding with double height, flashing, coloured background and text - all to the Teletext standard.

The non Teletext display modes provide user definable characters in addition to the standard upper and lower case alpha-numeric font. In these modes, graphics may be freely mixed with text. Text characters can

4

be positioned not only on, for example, a 40×32 grid, but at any intermediate position.

Separate or overlapping text and graphic windows can be easily user-defined over any area of the display. Each of these windows may be filled separately and text may be scrolled up or down within the text window.

The Following Display Modes Can Be Used

- | | | | |
|---|------------------|---|-----|
| 0 | 640×256 | 2 colour graphics and 80×32 text | 20k |
| 1 | 320×256 | 4 colour graphics and 40×32 | 20k |
| 2 | 160×256 | 16 colour graphics and 20×32 | 20k |
| 3 | 80×25 | 2 colour text | 16k |
| 4 | 320×256 | 2 colour graphics and 40×32 | 10k |
| 5 | 160×256 | 4 colour graphics and 20×32 | 10k |
| 6 | 40×25 | 2 colour text | 8k |
| 7 | 40×25 | Teletext display | 1k |

The installed RAM is divided between the high resolution graphics display, the user's program and Machine Operating System variables. The Machine Operating System requires about $3\frac{1}{2}$ K of RAM. If higher resolutions are required with large programs then the second processor option may be fitted.

All graphics access is 'transparent' resulting in a fast snow-free display.

Extensive support is provided in the Machine Operating System for the graphics facilities and this is fully reflected in the BASIC interpreter. These facilities include the ability to draw lines rapidly and to fill large areas of colour. In addition, very rapid changes of colour can be effected.

A BNC connector supplies a composite video output to drive a black and white monitor or PAL colour monitor.

Tone Generation

The internal loudspeaker is driven from a 3-voice music synthesis circuit with full ADSR envelope control, and there is also a noise channel.

User Input/Output

8 bit parallel input/output port.

Function Keys

When using the function keys in Shift lock the keys can put your commands and text into colours.

Shift Lock Function Keys Chart

0 White

1 Red

2 Green

3 Yellow

4 Blue

5 Mauve or Purple

6 Light Blue

7 Flashing

8

9

When using the function keys in
Caps lock the keys can put
pre programmed graphics characters.

Caps Lock Function Keys Chart

0

1

2

3

4

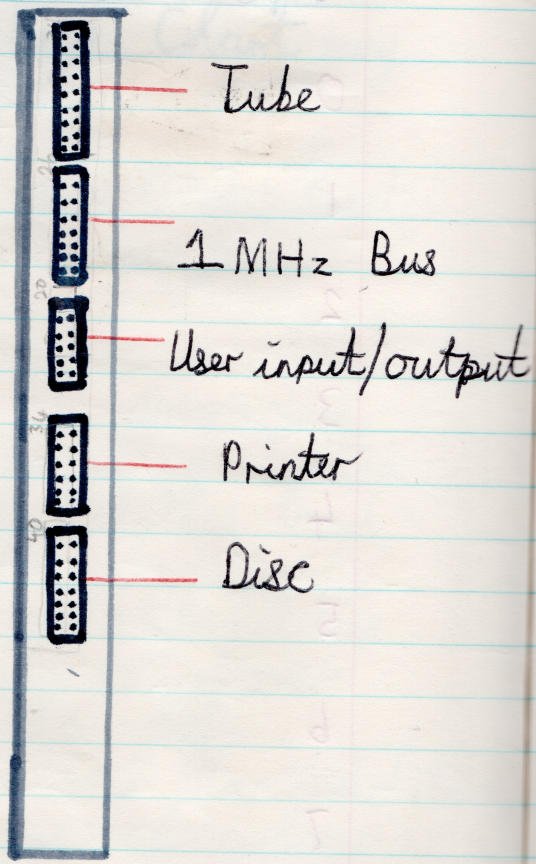
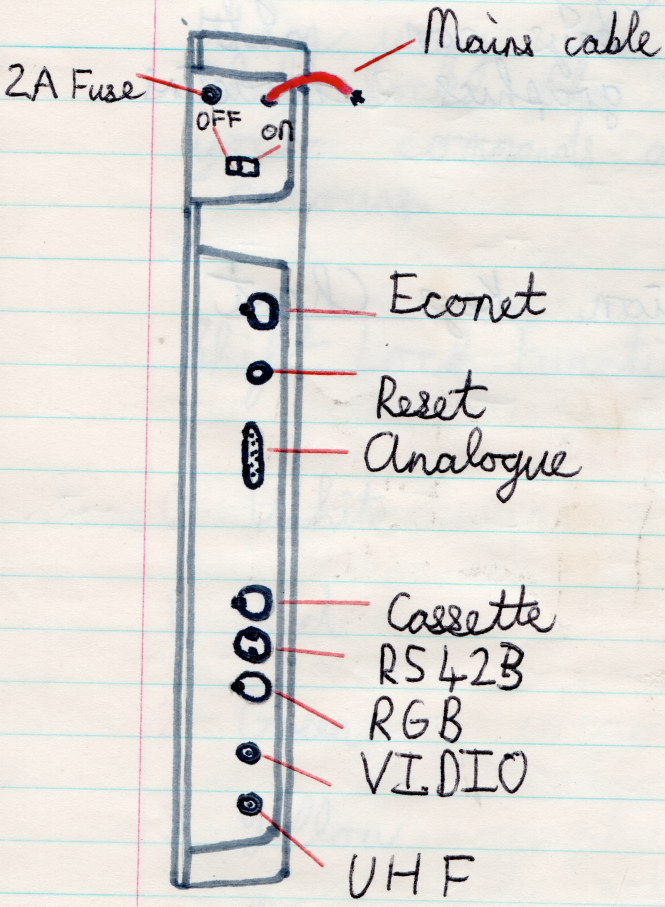
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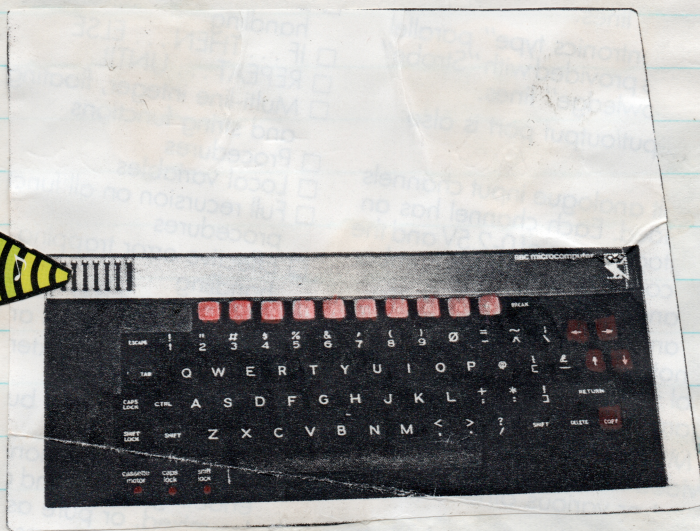
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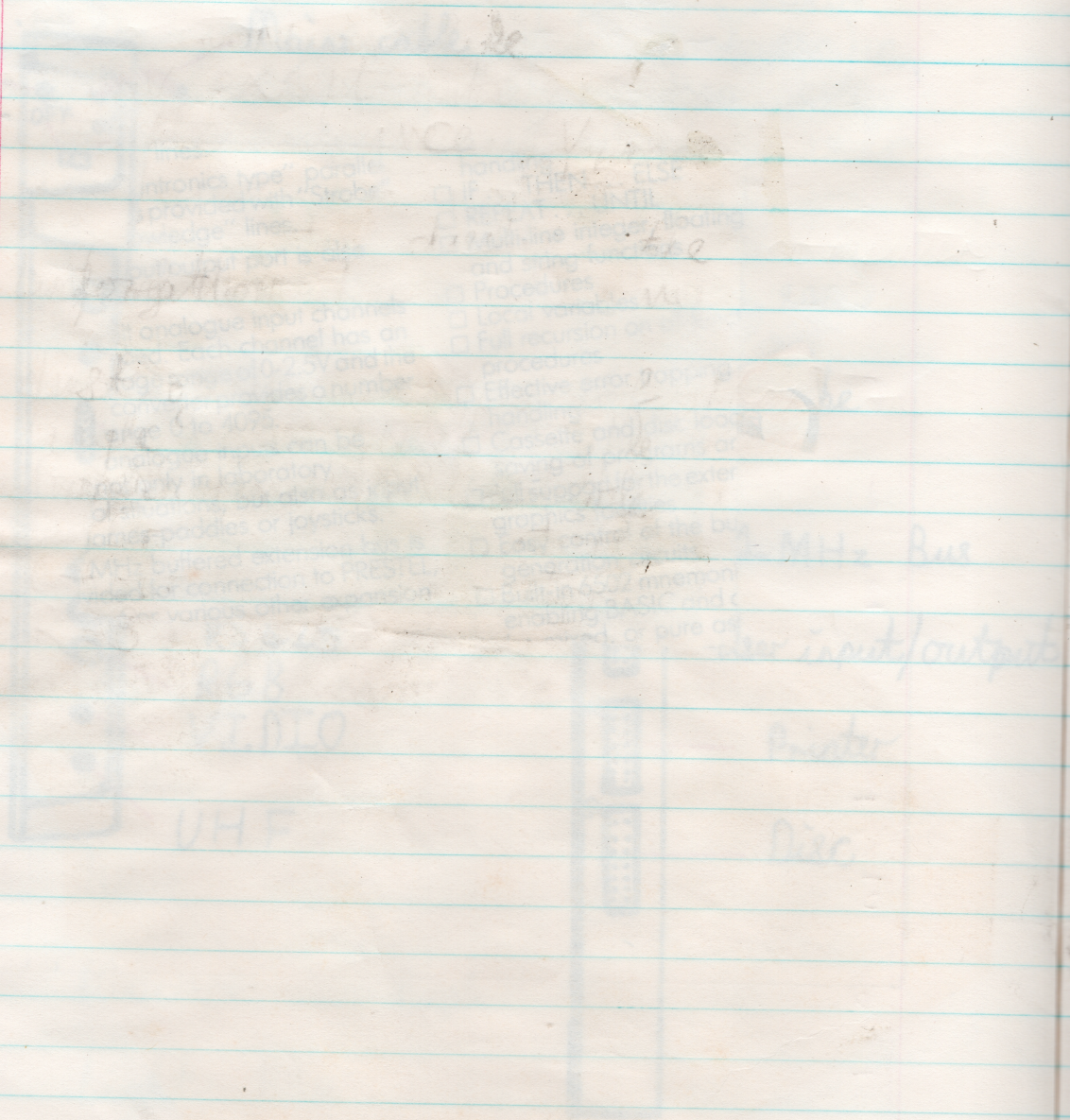
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Film center



Education



CRT

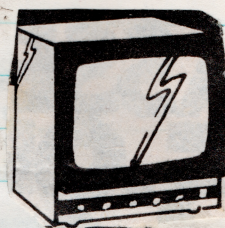
Cathode ray tube or
vacuum tube

CRT



Monitors

A monitor is like a TV except it doesn't receive TV signals. All a monitor does is to display the computer's information.



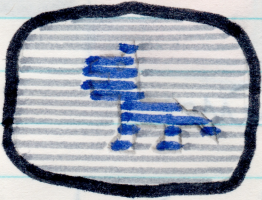
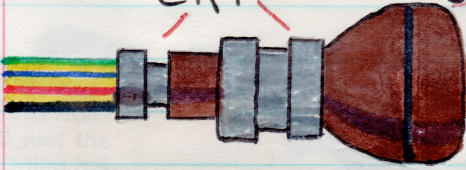
List of Main Types of Monitors

Green	video	monitor
Amber	video	monitor
Colour	video	monitor
RGB	video	monitor

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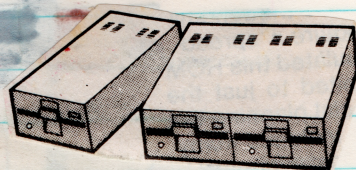
CRT

Cathode ray tube or CRT



Disc Drives

A disc drive is for Reading and Writing or Loading and Saving programs ~~and~~ or information.



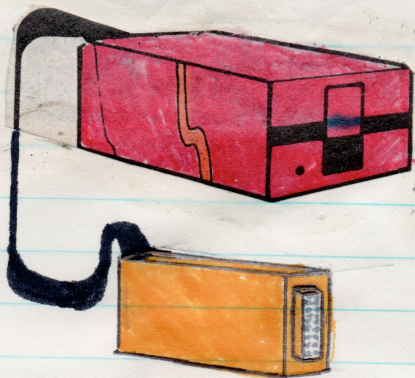
List of Main Types of Drives

Single drive 200K single sided
 Single drive 400K double sided
 Dual drive 800K double sided

16

Handwritten text, possibly "Handwritten 9" or "Handwritten 10", written in blue ink.

11



Second Processors

A disc drive is
reading and writing
location and storing
information.

List of Disc Types of Drives

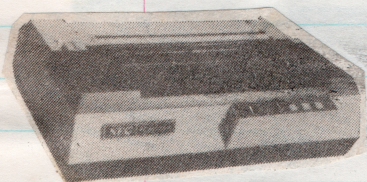
Single drive 200K single sided
Single drive 400K double sided
Double drive 800K double sided

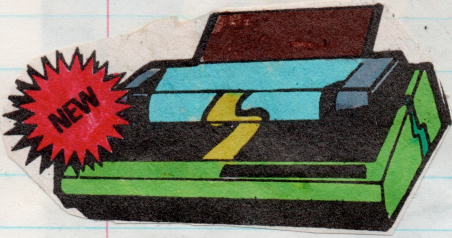
Washed to 100% cross-section

Teletext Decoder or Adaptor

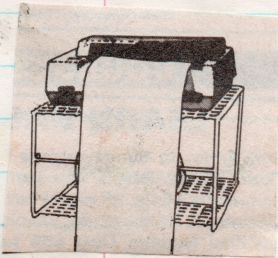
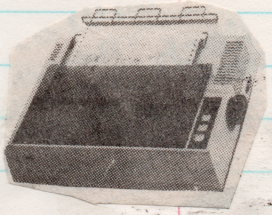
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Printers





BBC Radio



Robots



BBC Buggy

Buggy brings computers to life

A robotic vehicle, the BBC Buggy, has been designed to provide children and adults with a stimulating and versatile introduction to the world of computer-control technology.

Developed for use with the BBC microcomputer, the 127 mm square vehicle has three wheels driven by two precision stepped motors and is equipped with detectors to feel objects and seek out light sources, together with an infra-red transceiver to read bar codes.

A series of 13 programs are supplied which explore important aspects of microcomputer technology. These include a memory function, line follower, route planner (in which the buggy follows a picture of the route on the computer screen), programs for exploring objects or a given territory, working out the

dimensions and transferring them to the screen and a sun-seeker program (which enables it to seek out light sources among a maze of objects). It can also compose music, reading the information from a series of bar-codes.

Though primarily developed for the BBC microcomputer, the manufacturer, Economatics, plans to include an interface with the vehicle so that it can be used with other microcomputers.

For more details contact Economatics, 4 Orgreave Crescent, Dore House Industrial Estate, Handsworth, Sheffield, United Kingdom.

subsequent

Tapes recorders

BBC Buggy

resubmit

Interfaces

Acoustic coupling

Acoustic couplers

R.O.M. , R.O.M. Hardware

R.O.M , R.O.M Hardware

R.O.M., R.O.M. Hardware

RAM, software for R

RAM, Software

RAM, software

Joseph, Pablos & Maria

Foysticks, Paddles & mouses

Digital Tissues, Graphical Tissues, Light

Digital Tracers, Graphics Tablets, light pen

Digital Tracing, Graphics Tablets, light pen

Adding a new member to the list
is a simple task. It is done by
inserting a new element at the end of the list.

... of 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269, 270, 271, 272, 273, 274, 275, 276, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 288, 289, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 630, 631, 632, 633, 634, 635, 636, 637, 638, 639, 640, 641, 642, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 656, 657, 658, 659, 660, 661, 662, 663, 664, 665, 666, 667, 668, 669, 670, 671, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 685, 686, 687, 688, 689, 690, 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702, 703, 704, 705, 706, 707, 708, 709, 710, 711, 712, 713, 714, 715, 716, 717, 718, 719, 720, 721, 722, 723, 724, 725, 726, 727, 728, 729, 730, 731, 732, 733, 734, 735, 736, 737, 738, 739, 740, 741, 742, 743, 744, 745, 746, 747, 748, 749, 750, 751, 752, 753, 754, 755, 756, 757, 758, 759, 760, 761, 762, 763, 764, 765, 766, 767, 768, 769, 770, 771, 772, 773, 774, 775, 776, 777, 778, 779, 780, 781, 782, 783, 784, 785, 786, 787, 788, 789, 790, 791, 792, 793, 794, 795, 796, 797, 798, 799, 800, 801, 802, 803, 804, 805, 806, 807, 808, 809, 810, 811, 812, 813, 814, 815, 816, 817, 818, 819, 820, 821, 822, 823, 824, 825, 826, 827, 828, 829, 830, 831, 832, 833, 834, 835, 836, 837, 838, 839, 840, 841, 842, 843, 844, 845, 846, 847, 848, 849, 850, 851, 852, 853, 854, 855, 856, 857, 858, 859, 860, 861, 862, 863, 864, 865, 866, 867, 868, 869, 870, 871, 872, 873, 874, 875, 876, 877, 878, 879, 880, 881, 882, 883, 884, 885, 886, 887, 888, 889, 890, 891, 892, 893, 894, 895, 896, 897, 898, 899, 900, 901, 902, 903, 904, 905, 906, 907, 908, 909, 910, 911, 912, 913, 914, 915, 916, 917, 918, 919, 920, 921, 922, 923, 924, 925, 926, 927, 928, 929, 930, 931, 932, 933, 934, 935, 936, 937, 938, 939, 940, 941, 942, 943, 944, 945, 946, 947, 948, 949, 950, 951, 952, 953, 954, 955, 956, 957, 958, 959, 960, 961, 962, 963, 964, 965, 966, 967, 968, 969, 970, 971, 972, 973, 974, 975, 976, 977, 978, 979, 980, 981, 982, 983, 984, 985, 986, 987, 988, 989, 990, 991, 992, 993, 994, 995, 996, 997, 998, 999, 1000.

Remove a member from the list

Remove a member from the list

Remove a member from the list

Remove a member from the list

Remove a member from the list

Remove a member from the list

Remove a member from the list

Remove a member from the list

Remove a member from the list

Remove a member from the list

Remove a member from the list

Remove a member from the list

Remove a member from the list

Auto enters line numbers without first typing in the number of the line. It can be ended by pressing

Escape. Auto - 10, 20, 30, ...
 Auto 120 - 120, 130, 140, ...
 Auto 120, 4 - 120, 124, 128, ...
 Auto, 2 - 10, 12, 14, 16, ...

Delete deletes lines from a program.

Delete 20, 30 deletes all lines between and including 20 and 30.

Delete 0, 70 deletes all lines up to and including 70.

Delete 120, 32767 deletes all lines from and including 120 onwards.

Delete 40, 40 deletes line 40. This could also be done by typing 40 and pressing Return.

List lists a program

list lists the entire program.

list 10 lists line 10 only

List 40, 80 lists lines from 40 and including 40 and 80.

list, 50 lists the lines up to 50 and including 50.

list 200; lists the lines after and including 200.

Listo is used for setting out a listed program.

Load loads a program from a cassette or disc.

Load "Water" will load a program called Water

New sets up the computer for a new program to be typed in (it removes any existing program).

Old recovers a program after New has been typed in, provided that no new lines have been written. (It can also recover after **Break** has been pressed).

Renumber rennumbers the lines of a program.
renumber gives 1, 2, 3,
renumber 63 gives 63, 73, 83,
renumber 40, 4 gives 40, 44, 48,

Save saves a program onto a cassette or disc.
Save "Missile" saves a program and entitles it Missile.

Chain loads and runs a program from a cas, disc.
Chain "Exact" loads and runs the program called EXACT.

Clear clears all the variables written in a program

CLG clears any ^{graphics} text on the screen and moves the graphics cursor to the bottom left-hand corner of the screen.

CLS clears any text on the screen and moves cursor to the top left-hand corner of the screen.

Colour

Data

DEF is used to define a procedure or function

DIM

Draw

Else

End tells the computer that the program has reached the end.

Endproc tells the computer that the program has reached the end of a procedure definition.

FN is used with DEF to define a function.

For

Goal

49

84

Gosub is a program instruction to go to a subroutine which starts at a given line number
GOSUB 550 instructs

Goto

If is used with Then (and maybe Else).
If a\$ = "good" Then GOTO 600

Input

Let

Mode

Move

Next is used with FOR and TO.

On

Plot

Print

Proc is used with DEF to define a procedure.

Read is used with Data to read information

10 Read A\$, B\$, C\$, D\$, E\$
 20 Data red, green, orange, blue, pink
 30 Print B\$ Prints 'green'

Rem is used for putting a comment or REM mark into a program.
 The computer ignores any writing following REM. REM sets the timer.

Repeat is used with Until to make the computer repeat a set of instructions until a certain condition is met.

Restore resets the data pointer.

Return is used with GOSUB in order to Return to the main body of a program

Run asks the computer to RUN through a program.

Sound is used to play a note

Sound I, V, P, T

I instrument 1 to 3

V volume 0 to 255

P pitch 0 to 255

T time 0 to 254

Step is used with For and To

52

FOR ... TO ... STEP ...
FOR X=1 TO 11 STEP 2 gives X the values 1, 3, 5, 7, 9, 11.

Stop ends the running of a program

Then is used with IF (and maybe with ELSE),
IF ... THEN
IF X=10 THEN GOTO 6000

To is used with FOR and Next.

Trace makes the computer print out the line number of each line that it comes to as a program is running. Trace ON followed by Trace 300 traces the output of lines up to 300. To turn off use Trace OFF.

Until is used with Repeat,
Repeat Until

VDU is a complicated statement which carries out different functions according to the number following it. VDU 30 moves cursor to top left-hand corner.
VDU 7 gives a short beep
VDU 12 clears the screen

ABS gives the positive value of a number. Print ABS(-7) gives 7.

False returns a value of ϕ .

MOD gives the remainder after division.

Print 11 MOD 4 gives 3

Print 14 MOD 3 gives 2

INT gives the integer (or whole number) part of a number.

Int 45.61 gives 45.

Int -17.22 gives -18

PI is a constant value $PI = 3.14159265$. The circumference of a circle of radius r is $2 * PI * r$.

Point gives the colour of a point on the screen display.

POS gives the position of the cursor across the screen.
(ϕ - left to 79 - right)

RND gives a random number. Print RND(ϕ) gives a number at random in the range 1 to ϕ .

10 CLS

20 Let $X = RND(40)$

30 Let $Y = RND(20)$

40 Print TAB(X, Y) "X"

50 Repeat

60 Input GX

70 Input GY

80 Print TAB(GX, GY) "O"

90 Until GX = X and GY = Y

100 Print "Spot On"

An example of a program using RND.

SGN gives the sign of a number.

1 for positive 0 for Zero
-1 for negative

SPC prints a number of spaces on the screen.

Print SPC(20); 4 prints 20 spaces before the 4.

Print SPC(0) "Left"

Print SPC(17) "Middle"

Print SPC(35) "Right"

SQR gives the square root of a number.

Print SQR(16) prints 4

TAB can only be used with Print and Input.

Tab (4) will print spaces up to the 4th column.

Tab (12, 20) will move the cursor to the position 12, 20 on the screen (12th column, 20th row) (all based on an origin 0, 0 in the top left hand corner).

Time gives time in 100ths of a second. Print Time/100, gives the number of seconds the computer has been switched on.

True if a statement is true the computer prints out -1. Print I=I followed by Return prints -1.

VPOS gives the row on which the cursor is placed.

Get \$ waits for a key to be pressed and stores the letter or symbol. 10 If get\$ = Y Then goto 30

20 goto 10

30 Print "you typed 'Y'"

This program will only go to line 30 when you type Y.

Inkey \$ waits for a key to be pressed for a specified time. X\$ = Inkey\$(500) waits 5 seconds for a key to be pressed and stores the symbol in X\$

INSTR searches a string (a series of characters).

X = Instr(A\$B\$) looks for position of B\$ in A\$ and stores it in X.

X = Instr(A\$, B\$, Q) looks for position of B\$ in A\$, and starts the search at Q.

Print Instr("Campbell", "M") would print 3

Print Instr("centre", "E", 3) would print 6

Left \$ copies the left hand part of a word.

10 A\$ = "Fellow"

20 Print Left\$(A\$, 4)

Prints Fell.

LEN gives the number of characters in a word.

10 K = LEN("Beaumont")

20 Print K, 10, 5) would print 8.

MID\$ copies the middle part of a word

10 D\$ = "Triplet"

20 Print MID\$(D\$, 2, 3)

would print RIP

Right\$ gives the right hand part of a word.

10 H\$ = "Crumpet"

20 Print right\$(H\$, 3) would print PET.

STR\$ converts a number into a string form.

STR\$(46) would give "46"

STRING\$ repeats a word a given number of times.

Print String\$(4, "Horse") will print HorseHorseHorseHorse

AND is used to check whether two conditions hold.

IF sunshine = True AND rain = True THEN Print "Look for a rainbow" tells you to look for a rainbow if it is raining and the sun is shining.

DIV gives the answer when the number before it is divided by the number after, ignoring any remainder. 16 DIV 5 gives 3.

EOR is used to check whether one or another condition holds (but not both).

IF person1 = girl EOR person2 = girl THEN Print "marriage allowed".

NOT is a statement used with IF and Then to test if something is not true.
 IF NOT $A=2$ Then Print "no" will print 'no' if A does not equal 2.

OR is used to check whether one or another condition holds.

If $A=3$ OR $B=6$ Then Print "yes" will print 'yes' if either $A=3$ or $B=6$.

ACS gives the angle whose cosine is known (in radians), that is arc-cosine.

ASN gives the angle whose sine is known (in radians), that is arc-sine.

ATN gives the angle whose tangent is known (in radians), that is, arc-tan.

COS gives the cosine of an angle (the angle must be stated in radians).

DEG converts angles from radians into degrees.

EXP gives e (2.7183) to any power.

LN gives logarithms of numbers to base e (2.7183)

LOG gives logarithms of numbers to base 10.

RAD converts angles from degrees to radians.

SIN gives the sine of an angle (the angle must be stated in radians).

TAN gives the tangent of an angle.
The angle must be stated in radians.



Here is an incomplete handwritten notebook from my younger self, a 13-year-old in 3rd form at Wellington College, when the BBC Model B computers were standard in the school computer lab.

While incomplete, this is being preserved as a piece of pre-Internet computing history.



Published by FSpace Publications, Lower Hutt, New Zealand